Question (1 point) At every given moment, an agent's choice of action will be focused on its built-in and the whole percept sequence encountered to date, but not on something it hasn't seen. a. logical reasoning b. skill-set c. experience d. intelligence \*e. knowledge #randomize Question (1 point) The \_\_\_\_\_ of an agent's acts are used to evaluate its behaviour. a. long-term consequences \*b. consequences c. causations d. pitfalls e. misjudgements #randomize Question (1 point) When speaking about agents, it's necessary to differentiate between rationality and a. clear-sightedness b. free will \*c. omniscience d. wisdom e. determinism #randomize Question (1 point) We need to be sure we haven't unwittingly allowed an agent to engage in obviously behaviour. a. incompetent \*b. unintelligent c. unobservant d. unthoughtful e. unknowledgeable #randomize Question (1 point) The process of performing the behaviour to alter potential percepts, also known as knowledge \_\_\_\_\_, is a critical feature of rationality. a. procuring b. accumulating \*c. gathering d. retrieving e. assembling #randomize Question (1 point) environments are basically "problems," and rational agents are "solutions" to them. \*a. Task b. Work c. Task-oriented d. Process

e. Control

#randomize
Question (1 point) The environment would be if the agent has no sensors at all.
*a. unobservable b. undetectable c. unknowable d. indeterministic e. unanalyzable #randomize
Question (1 point) The environment is assumed to be if the next state of the environment is absolutely decided by the current state and the agent's action.
a. describable b. decidable c. predictable d. determinate *e. deterministic #randomize
Question (1 point)  If a model of the environment directly deals with, it is stochastic.
<pre>a. expectancies b. variabilities c. randomness d. plausibilities *e. probabilities #randomize</pre>
Question (1 point) If an agent's environment shifts when he or she is deliberating, we term the agent's environment
<pre>a. semi-static b. multidirectional c. multidimensional d. multi-faceted *e. dynamic #randomize</pre>